FIRST RESPONSE

Emergency response situations are much like surgery, but with a reduced toolset. However, the pressure is much greater, with multiple severely-injured patients to save simultaneously.

Dr. Maria Torres

Maria is always the first to act in any situation, but is also the first to overreact to any perceived threat. This fiery spirit serves her well as an EMT for Resurgam while distancing her from her fellow doctors. Having little patience for anybody else, Maria's always been headstrong and difficult to work with. Her drive to be so independent may be her undoing in times of need...

Nunchuk	
Control Stick	Select tools from the Tool Palette
Z Button	Used with the B Button for the defibrillator
C Button	Not used

Wii Remote	
Pointer	Aim toward where to use the selected tool
+Control Pad	Not used
A Button	Use the currently selected tool
B Button	Use the currently selected tool, also used with the Z Button for the defibrillator
+ Button	Pause the operation, open restart / quit menu
Button	Automatically skip event text that plays during the operation
1 Button	Not used
2 Button	Not used

Chest Compressions – Watch the timing of the onscreen indicator and swing the Wii Remote down in time with the prompt to pound the patient's chest.

DR. TORRES

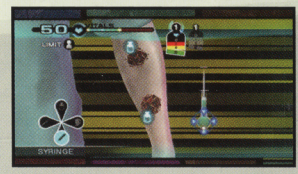
The Objective

The goal in the first response missions is to stabilize multiple patients for transport by using the four paramedic tools at your disposal, along with a wide variety of situational tools. In most cases, more than one patient will be present; the triage tags displayed along the top of the screen indicate the conditions of the patients. The patient you are currently treating will have a larger tag. When the tag shows a green tab, the patient's vitals are relatively stable; when the tag is red, the patient is in critical condition. When a patient's vitals reach zero, that patient will die. The limit icon underneath the vitals indicates the number of patients that can be lost that operation before the rescue mission is considered a failure and the game ends.

The Tool Palette indicates which of the four tools is being used at the moment. To select a tool, tilt the Control Stick toward the tool's icon. The affected areas are marked with guide icons; select the tool shown in the icon and treat the area accordingly.

Syringe

To fill the syringe, point at the medication vial that appears after selecting this tool and hold the A Button. To inject, point at the target while the syringe has medicine in it and hold the A Button.



Forceps

To grasp an object, point at the target and hold both the A and B Buttons. To release it, let go of either button.

Antibiotic Gel

To apply gel, hold the A Button and move the pointer. Antibiotic gel is used to heal small wounds or disinfect an area.